

(((((((	Z*Net International Atari Online Magazine
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((	January 31, 1992                      Issue #92-05
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	Post Office Box 59, Middlesex, NJ 08846
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\* EDITORS DESK

by Ron Kovacs

I want to welcome Mike Mortilla to the staff this week. Mike will be focusing his soon to start weekly columns on CompuServe with the "Perusing CompuServe" in a couple of weeks. Mike can be reached on CompuServe at 75300,1642.

Delphi users should be aware of a little known bug in financing the service called "workspace". As many Delphi users may be aware, you are

charged a fee for storing files in your private workspace. This area stores files you upload and then transfer later for inclusion in the download areas.

If you fail to remove these files, you incur a charge or storage fee until these files are deleted. You don't even have to call regularly to incur a charge. For more information, check your workspace today and delete those files. On a personal note however, I feel this is a practice that should be changed and all workspace files should be automatically deleted after the file is published or moved into an area for later downloading.

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\* Z\*NET NEWSWIRE  
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#### ATARI PRODUCT ANNOUNCEMENT AT BCS

The Boston Computer Society meeting of April 22, 1992, will feature a special presentation and announcement of new hardware from Atari Corporation. Although the world will see Atari's new hardware first at the CeBIT show in Hannover, Germany, March 10-16, the BCS appearance will be the first US showing of what may or may NOT be the much rumored "Falcon" 68040 computer. According to Atari officials, a series of new computers will be introduced, one at a time, at computer events throughout 1992. The plan is NOT to use Atari-specific shows as a venue, as much more overall industry expose will result in making the announcements at multi-brand events. The Boston Computer Society is a large and prestigious club with an active Atari contingent, and has been the venue for major product announcements by IBM and NeXT computer companies in the past. Atari made its own premier of the ST computer at a BCS meeting in 1985, and expects its new computers to cause as much of an industry stir as the revolutionary ST did seven years ago. Z\*Net will offer more details of the meeting date and location in the coming weeks.

#### ST INFORMER PUBLISHES, NEW FORMAT

Late last week, the January issue of the troubled ST INFORMER magazine began arriving at dealers and subscribers. Now in a newsprint-with-color book format similar to AtariUser magazine, publisher and now editor Rod Macdonald has enlisted the aid of Brian Gockley on the East coast, Donovan Vicha covering the central USA, and Robert Goff in the West, as principal contributors. The January ST Informer issue was delayed due to the departure of the editor and key staff people some weeks ago, and the new issue shows signs of hasty assembly. In his "Potpourri" editor's page, Macdonald pledges no ad rate increases for 1992, and promises expanded news and European coverage. Meanwhile, splinter magazine ATARI ADVANTAGE is readying for a premier, perhaps in March, and AtariUser magazine is preparing for the added competition in the Atari magazine marketplace with plans for aggressive sales under a new rate structure.

#### ATARI EXPLORER FEB AND JANUARY ISSUES RELEASED

In a surprise move, Atari Corporation's own magazine, Atari Explorer, actually released copies of their February 1992 issues BEFORE the January 1992 issue. The February issue was a special MIDI issue,

including a mini-magazine inside called ATARI ARTIST. Since the National Association of Music Merchants' show came at the end of January, and the MIDI and musician coverage was to have been timed for release to the crowds at NAMM, the February issue was pushed out in front of the delayed January issue. Confused yet? Explorer editor John Jainschigg was heard talking about coverage in the January issue and the publication schedule during the NAMM show: "We will soon be including that in our previous issue... our NEW issue will be LAST month's issue, so our NEXT issue will be the one AFTER this one..." Atari Explorer is officially a bi-monthly publication, but has recently had monthly issues in order to catch up after major delays in production during 1991.

#### VENTURE SOFTWARE SHIPS PUBLISHER

Ventura announced shipment of Ventura Publisher 4.0, Windows Edition on January 16. Version 4.0 is the latest upgrade to the desktop publishing package. Ventura Publisher now includes client support for Object Linking and Embedding (OLE) of Windows 3.0 applications. It also features enhanced color support, including PANTONE's 700 spot color and 3,000 process color palettes. VP 4.0, Windows Edition is available at a suggested retail price of \$795. Registered users of any previous Ventura Publisher DOS/GEM or Windows Edition can upgrade for \$129.

#### ERICSSON UNVEILS WIRELESS MODEM

Ericsson GE Tuesday has unveiled the Mobidem, the first mass market portable wireless modem. The Mobidem provides two-way wireless data communications connectivity for palmtop, notebook, and laptop computers as well as industrial hand held terminals. Weighing less than one pound and housed in rugged plastic with flexible, fold-down antenna, the Mobidem has a list price of \$1795.

#### NEW PRINTER FROM OKIDATA

Okidata announced its new printer for data processing, factory automation, industrial and demanding office printing applications -- the Pacemark 3410. The PM3410, list priced at \$1,999, is a reliable, high-speed 9-pin printer designed for heavy-duty high-volume applications. It works in stand-alone or multi-user environments utilizing PCs, workstations and mini- and mainframe computers. Okidata also announced the Microline 184 Turbo, a high-performance 9-pin demand document printer designed to tackle tough printing applications. The ML184T is list priced at \$359.

#### COMPAQ LAUNCHES BATTERY RECYCLING PROGRAM

Compaq has introduced the first PC battery pack recycling program. Through this program, which begins immediately and is offered free to all Compaq customers, the company will work with users to help them safely recycle the rechargeable batteries used in COMPAQ laptop and notebook PCs. As part of the Recycling Program, depleted batteries are sent to a recycling facility with a permit from the EPA that is equipped to safely recycle the waste batteries. Reusable metals from the battery packs are conserved and sold by the facility to manufacturers for use in the production of new products. Customers who choose to participate in the program can call Compaq toll-free at 800-524-9859 and receive a pre-addressed, postage-paid battery mailer, which is directly forwarded to the recycling facility. The program is available to users of all Compaq laptop and notebook PCs, including the Compaq LTE Lite/25 and the Compaq LTE Lite/20 high-performance, lightweight notebooks.

#### QMS UNVEILS LASER PRINTER

QMS has announced the QMS-PS 1700 printer, a 17 page-per-minute, RISC-based, 600 dpi network laser printer. The QMS-PS 1700 printer connects directly to the backbone of either Ethernet or Token Ring networks. This direct attachment to the network dramatically increases print speeds and allows users to place the printer at the most convenient location along the network. The printer has a suggested U.S. list price of \$7,995 and is scheduled to begin shipping Jan. 27.

#### COMMODORE REPORTS EARNINGS

Commodore reported earnings of \$40.1 million, or \$1.18 per share on sales of \$371.6 million for the second fiscal quarter ended Dec. 31, 1991. This compares with earnings of \$36.5 million, or \$1.12 per share on sales of \$384.1 million in the year-ago quarter. Earnings per share of \$1.18 in the December quarter were based on diluted average outstanding shares of 34 million vs. 32.4 million in the prior year. Net sales declined 3 percent for the quarter, due entirely to the adverse impact of foreign currency fluctuations. Unit sales of the Amiga line increased 21 percent while C64 sales experienced nominal growth. Sales of the Professional PC line and CDTV combined to offset volume declines related to the discontinued low-end MS-DOS range.

#### BORLAND ANNOUNCES CONFERENCE

In an attempt to better support software developers using their microcomputer languages products, Borland invites microcomputer developers to join fellow developers at a conference that will shed light on today's technologies and take a look at future development directions. "Visions: Interactive education for the '90s", is a 4-day developer conference sponsored by Borland to be held April 12-15 1992 at the Monterey (CA) Convention center. Among the events planned for this conference: Tutorials covering "Introduction to Object-Oriented Programming (OOP)", "C++", "Turbo Pascal for Windows", "Object-Oriented Design" and "ObjectVision". Four days of advanced training in OOP, C++ Pascal and Visual programming. Presentations on the latest Borland Strategy and future directions from Philippe Kahn, Rick Shell and Gene Wang. Presentations on development tools and strategies from representatives of IBM, Intel, Novell and Microsoft. Casino night, Exhibits, Vendor Reception, Visions Theme dinner, Computer Lab and game room. Over 60 breakout sessions organized into technical tracks: "C++ Programming", "Pascal Programming", "End-User Programming", "Management and Design" and "Systems and Software". All registered attendees will get a carry-all bag, complete conference proceedings, binder, pen, notepad and a free Borland language product. Special events planned for the conference include the: "Development Shoot-Out" sponsored by PC Week Magazine; Attendees use the tools of their choice to build an application specified by columnist Peter Coffee. Work on the applications will begin in a special lab on Monday Morning and continue around the clock with completion Tuesday at 5pm. Peter Coffee will judge each effort and use the info as part of his Wednesday morning talk. Winners will be announced at the closing session with prizes awarded. "Best Hacks" sponsored by PC Techniques magazine; Attendees are encouraged to bring their best hacks and win prizes. The hacks will be given to Jeff Duntemann, Editor in Chief of PC Techniques. During the conference, Jeff, along with a panel, will choose the winners and award prizes during the closing session. Winning hacks will be published in PC Techniques. For registration or additional information

on the conference, call 800-942-8872 (voice) or 203-261-3884 (fax).

- Mike Brown

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\* 30 SECRETS OF ATARI

by Steve Bloom

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(c)1987, 1989 Public Domain media

[Author's note: Here presents information I had compiled through research and interviews with people from Atari, Inc. (a.k.a. the "old" Atari)]

While I wrote this article back in 1983, I felt that much of the information would be still interesting today. What is presented here is not an exhaustive list. I used only the information I felt was not common knowledge and some insight on others. Because the magazine that originally published this, Computer Games, (February 1984) is no longer in circulation, I felt that in the best interest of all that I re-acquire publication rights. This is why I have placed this in the public domain for everyone to enjoy. The entire article is unabridged and unchanged from the original published format.

Steve Bloom,  
May 29, 1989.

#### 30 SECRETS OF ATARI:

The real story of Asteroids, Space Invaders, Pac-Man, Pong, and Pole Position.

#### FORWARD

In its 11-year history, Atari has become one of the biggest, flashy, most influential companies in history. They have had their share of incredible successes and embarrassing failures. Perhaps more than anything else, they have had their secrets.

Atari is very tight-lipped. At one point employees were asked to sign confidentiality agreements and use magnetic ID cards to walk through the company's corridors. Aside from the actual cartridges, the public learns little about Atari's games and the people who created them.

Until now. We have interviewed dozens of employees of the company, past and present. We have guaranteed them complete anonymity in exchange for a tip, an insight, a never-before-heard anecdote. From these interviews, we have compiled the following secrets of Atari, which are published here for the first time.

1. Nolan Bushnell, Atari's founding father, originally named the company Syzygy (the sun, moon, and earth in total eclipse). He renamed it to Atari because another company already owned the name Syzygy.
2. Bushnell is generally believed to be the author of Pong, Atari's first game. Actually, Magnavox released the Odyssey 100, the first home video game system, which included a game remarkably similar to Pong, several months before Pong's debut in the arcades in 1972.

Years later, Bushnell admitted in court that he had seen an Odyssey prototype on display earlier in 1972. The Odyssey 100 was designed by Ralph Baer.

3. Bally/Midway rejected Bushnell's Pong when he demonstrated the game in its Chicago offices in 1972. Bushnell went back to California and started Atari.
4. Given a choice between Mappy and Pole Position, two arcade creations by the Japanese firm Namco, Bally/Midway amazingly opted for Mappy. Atari had to settle for Pole Position, which went on to become the biggest game of 1983.
5. Gravitar was one of Atari's worst-selling arcade games. So they took the game out of the cabinets and converted them all to Black Widow.
6. Mike Hally designed Gravitar. He recently redeemed himself as the project leader for Atari's spectacular Star Wars game.
7. Rick Mauer never programmed another game for Atari after he did Space Invaders for the VCS. He is said to have earned only \$11,000 for a game that grossed more than \$100 million.
8. Todd Fry, on the other hand, has collected close to \$1 million in royalties for his widely criticized VCS Pac-Man.
9. The man for bringing Pac-Man home to Atari- Joe Robbins, former president of coin-op- was severely reprimanded by the chairman of the board Ray Kassar for making the deal with Namco without consulting him. It seems Robbins was in Japan negotiating a legal matter with Namco at the time, and Namco demanded that Atari buy the home rights to Pac-Man as part of the settlement. Pac-Man had yet to take off, but when it did, Robbin's gutsy decision paid off as Pac-Man went on to become the company's best-selling cartridge ever.
10. The man for bringing E.T. to Atari? None other than Warner Communications chairman, Steve Ross. So convinced was he that E.T. possessed video game star quality, Ross paid Steven Spielberg an enormous sum (did I hear \$21 million?) for the rights to the little extraterrestrial bugged. Designer Howie Warshaw spun the game out in four months, only three million cartridges were sold and Atari began to announce million dollar losses. E.T. is now selling for as little as \$5 in some stores.
11. Warshaw also designed Raiders of the Lost Ark cartridge, and Yar's Revenge, which started out as a licensed version of the arcade game, Star Castle. "Yar" is "Ray" Kassar backwards.
12. One of Atari's most popular early arcade game was Tank, only it didn't say Atari anywhere on the cabinet or screen. Instead, it said "Kee Games," which was another name for Atari from 1973-78. Atari and Kee (named after Joe Keenan, Bushnell's longtime partner) put out identical games in order to create more business for Atari. For instance, Spike (Kee) and Rebound (Atari) were volleyball games that came out a month apart in 1974.
13. Tank was designed by Steve Bristow, who is still with the company after all these years. Most recently, he has been in charge of Ataritel, Atari's telecommunications project which had been

code named, "Falcon."

14. Code-names have always been popular at Atari. The VCS was "Stella," the 400 computer was "Candy," the 800 was "Colleen," the 5200 was "Pam." All were named after well-endowed female employees working at Atari (except for Stella, which was a bicycle trade name).
15. And there was "Sylvia," the 5200 that never was. Pam, as everyone by now knows, was a stripped down 400 computer for the sole purpose of game playing. Sylvia was intended to be Atari's answer to Intellivision and was in the works long before Pam was born. But problems developed largely because the 5200 was projected to be compatible with VCS software, which limited the design of the hardware. When push finally came to shove, Sylvia went out the window, and Pam walked in the door.
16. Cosmos, Atari's experiment with holography, was a battery-operated game system that was introduced at a New York press conference in the spring of 1980. Created by Al Alcorn, Cosmos was never to be seen again.
17. Alcorn was the first engineer hired by Nolan Bushnell. His first project was Pong. His second project was Space Race, the forerunner to Frogger.
18. Another project announced was a remote-control VCS. Since it was wireless, you could play games at 30 feet without having to hassle with the console. It too mysteriously disappeared from Atari's catalogue. (Note: it looked almost exactly like the 5200).
19. Nobody in Atari coin-op liked Dig-Dug, the company's first Japanese import, except for Brian McGhie, now with Starpath. It was McGhie who added the finishing touches to Dig Dug. His latest game is Rabbit Transit.
20. Quantum and Food Fight were not designed by Atari. They were the work of General Computer Corp. of Cambridge, Massachusetts. GCC broke into the business selling kits that would speed-up Missile Command. Atari sued and settled with GCC for the above mentioned games.
21. Tempest was originally intended to be a first-person Space Invaders -type game. Then Dave Theurer came up with idea for tubes on the screen. Theurer also designed Missile Command.
22. The first 200 Asteroid machines were actually Lunar Landers. Atari was so hot on Asteroids, that it cut short the production run on Lunar Lander- Atari's first vector game- and released the 200 complete with Lunar Lander art.
23. Asteroids had two incarnations before it achieved its spectacular success. The first, Planet Grab, simply required you to claim planets by touching them with your spaceship. The second version, allowed you to blow up the planets and duel with another ship, Space-Wars style. Only in Asteroids, which came along two years later, did Atari engineer Lyle Rains introduce the concept of floating rocks.
24. Many at Atari, past and present, dispute Rains' claim that he was solely responsible for Asteroids. Ed Logg, who programmed it, and

who also had his hand at the design of Centipede and Millipede, is said to be the true mastermind behind Asteroids.

25. One of Ed Logg's game that has never been released in the arcades is called Maze Invaders.
26. Battlezone Ed Rotberg left Atari after he was forced to convert his favorite game to Army specifications. Dubbed the MK-60 by the Army, it included 30 game variations, improved steering and magnification, and simulations of Russian and American tanks. It sold for \$30,000.
27. Rotberg joined two other Atari engineers, Howard Delman and Roger Hector, and formed Videa, which not too long ago was bought by Nolan Bushnell for more than \$1 million and renamed Sente Technologies.
28. President of Apple Computers Steve Jobs began his high-tech career at Atari. He was known to walk around barefoot, kick up his dirty feet on executives' desks, and talked continuously of going to India to meet a guru. Not only did he do the latter, he designed Breakout before leaving Atari for good.
29. Before they left Atari, designers Al Miller, David Crane, Larry Kaplan, and Bob Whitehead were working on games that would later become Activision cartridges. Crane's Dragster was a spin-off of the Atari coin-up Drag Race and Kaplan's Kaboom was based on the Atari coin-op Avalanche.
30. Warren Robinett, tired of Atari's policy of no author credit for game designers, decided to sign his game, Adventure, in an obscure secret room in the program. He never told his fellow designers about this for fear of word getting out and he being reprimanded. Ultimately, a 12 year-old in Salt Lake City discovered the room where it was written: "Created by Warren Robinett." To his surprise, Robinett was never punished. He too left Atari shortly thereafter.

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* PERUSING GENIE                                     by Ed Krimen
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--> In the "Hardware" category (4)
--> from the "HELP! General Q & A" (10)
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Message 94                    Wed Jan 22, 1992  
S.JOHNSON10 [Steve]                    at 23:40 EST

Okay, I remember hearing that one could replace the 68000 in older ST's with a 68010 without making any modifications. Is this still true with the STE (I'd IMAGINE so, anyway!)? Anyway, what are the benefits/drawbacks to making this 'upgrade'? I've heard that the 68010 will perform some slightly faster in overall performance, but is there anything bad about it? I guess what I'm REALLY asking is whether it's at all worth doing. Is it?

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Message 95                    Thu Jan 23, 1992



DOUG.W

at 08:02 EST

TOS versions prior to 1.6 will not support the 68010. Putting a 68010 in an STE should work, but I'm not sure if the 68010 was ever produced in a PLCC (square) version. At any rate, the 68010 will only increase the the overall speed of the computer by 1 or 2 percent.

--Doug

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--> In the "Hardware" category (4)

--> from the "Turbo16 from Fast Technology" category (11)

Message 123 Sun Jan 26, 1992

J.ALLEN27 [FAST TECH] at 01:43 EST

We have the fastest 68000 accelerator in the world, the T20 and T25, which run a 20 and 25Mhz.

T20....\$329.00US

T25....\$379.00US

These fit all 520, 1040, and Mega STs. With a small adapter they fit the 1040STE also.

STE adapter...\$49.00US

We also offer TOS 2.06 to our customers, along with an installation kit, to allow you to upgrade any 520, 1040, or MegaST.

TOS 2.06....\$60.00US option

We also have in limited release the TURBO030, 40Mhz 68030 accelerator. It comes in two versions, half populated, and fully populated. Full surface mount design, the only user installable option is the FPU upgrade, comprised of a 60Mhz 68882 coprocessor.

TURBO030 cache-only.....\$1,199.00US.....\$999.00US to T16/2x and ISD users  
TURBO030 4Meg.....\$1,999.00US...\$1,495.00US to T16/2x and ISD users

As soon as the 16Meg DRAMs are available, there will be a 16Meg version, hopefully by this summer.

The FPU option is for Dynacadd and Lexicore SW users....\$299.00US

We are also working on a Virtual Memory SW option, to allow your system to have up to 128Meg of ram. Price to be set, but we are targeting \$299.00US.

That's about it...so far.

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--> In the "Hardware" category (4)

--> from the "Gadgets 68030 SST Board" topic (44)

Message 21 Mon Jan 27, 1992

P.LESTER2 at 23:04 EST

Has Gadget's started shipping yet. Is there some type of problem? I haven't seen them on the board for about a week? I hope this doesn't

turn out to be another PCditto II.

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Message 23                    Tue Jan 28, 1992  
STACE [Mark]                    at 12:42 EST

P. As I told P.Lester in email, I spoke with Dave last night. He is just as frustrated by the delays as anyone here (more so....believe me!). Because of the addition of TOS 2.06, which resulted in some software changes, many portions of the manual had to be rewritten. Obviously, for a product as complex as SST the manual is VERY important.

Then, Gadgets got the run around from the printers. I don't know the entire details of this but suffice to say that the manual is going to the printers today and SST will ship the minute they get the manuals back.

Trust me...the SST hardware is FINISHED and is solid. The initialization software and related support software is FINISHED. (Of course, more software "goodies" are planned by Dave down the road). The SSTs are packaged...sitting there waiting for the manuals.

You will NOT be disappointed! You simply plug the SST into your motherboard (after adding a 68000 socket if you don't already have one), place the necessary initialization software in your AUTO folder and BINGO!!...the fastest ST on earth!

All you future SST owners should grab your socks...it's SPEED time!

Mark

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--> In the "Atari Magazines" category (15)  
--> from the "START magazine" topic (9)

Message 149                    Mon Jan 27, 1992  
T.EVANS21 [<Ted E.>]                    at 20:27 EST

Just got a letter from the San Francisco District Attorney's Consumer Fraud Unit, today in fact. It is a form letter with a handwritten post script.. What it says is.... This firm has gone out of business, and unfortunately the principals cannot be located. We can find no way of assisting you at this time.. Then it goes on to say what would happen if they tried to resume operations in California... The hand written part goes on to say that the phones are disconnected and at no time did they issue any refunds. And that they do not know where the owner is...

Hey don't feel bad I am out about 3 years of prepaid disk subscriptions @ \$60-70 per year.. I won't get into how the prepay happened... I think that as far as the DA Office is concerned, forget any hopes of ever seeing one thin dime out of this...

But isn't Antic still around? Are they not publishing a PC oriented magazine?? I owned several corporations in my life, and you cannot hide too far behind them, nor can you hide/transfer assets. If some really wants to find out they can with a good lawyer.. IMHO there should be a class action suit and lets track this guy down.....

-Ted-                    [T.EVANS21]

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--> In the "Atari Corporation Online" category (14)  
--> from the "Feedback to Atari" topic (31)

Message 196            Sun Jan 26, 1992  
D.KERR1 [Drew]                    at 16:29 EST

More Atari in Keyboard!

I just received the February issue and the 2-page color contest featuring all these great Atari products was repeated, as well as the banner on the upper-left hand side of the cover. Not to mention an interview with Starr Parodi (of Arsenio Hall's band) who explains how her husband turned her on to the Atari ST and Hybrid SMPTE Tracks! A double-whammy! Congratulations!

I spent a little time in Tower Books in Manhattan this morning. It has one of the largest magazine selections in the city. A whole bunch of Atari publications were right there: Explorer, AtariUser, AIM, even the last issue of STart!! I could not find Business Publishing anywhere! It's too bad this magazine is having distribution problems, because a little more press mileage would be great.

Drew  
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Message 202            Tue Jan 28, 1992  
S.JOHNSON10 [Steve]                at 01:50 EST

D.KERR1 - The Atari/Keyboard giveaway SHOULD be in every issue of KEYBOARD up until the Oct.'92 issue. Also, KEYBOARD subscribers, like myself, whose current subscriptions are almost up are also receiving subscription renewal cards in the mail that also have the giveaway in it.

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--> In the "User Groups and Shows" category (11)  
--> from "The TAF Show 1992 ... 4/4-5/92" topic (6)

Message 9            Wed Jan 22, 1992  
BOB-BRODIE [Atari Corp.]            at 23:47 EST

I've spoken to Geoff Earle about this show, and Atari is very excited to be involved with this show! TAF is a first class organization, I attended their show two years ago at the Toronto Hilton. They put on an excellent show! Coupled with the assistance from Atari Canada, I am confident that this will be an event not to be missed!

I plan on attending this event, and urge everyone to mark their calendars NOW for the weekend of April 4-5, 1992. You'll be glad you did! I've already got a call in to my travel agent for my tickets!

In addition to their usual high end show, Atari Canada "took notes" at the Chicago Computerfest! <grin> I think those of you that enjoyed Chicago will find that our friends to the north are out to take a good thing, and make it even better!!

Keep us all posted on your progress as the show approaches!!!

very best regards,

Bob Brodie  
Director of Communications  
Atari Computer Corporation  
""""""""""

--> In the "CodeHead Software" category (32)  
--> from the "Quick ST 3 - Now A CodeHead Product!" topic (31)

Message 228            Fri Jan 24, 1992  
C.F.JOHNSON [CodeHead]            at 12:52 EST

Quick note from the debugging labs: Quick ST's problem with the VDI  
vst\_alignment() call has been fixed. Thanks to Marlo for bringing it to  
my attention.

- Charles  
""""""""""

--> In the "Atari TT" category (28)  
--> from the "TOS 3.05: What's in it??" topic (18)

Message 67            Mon Jan 27, 1992  
TOWNS [John@Atari]            at 00:14 EST

Atari uses a number of compilers. The Operating System is still compiled  
mostly in Alcyon C with parts in MADMAC. There are parts of the system  
that are written in Lattice C and others.

As for the future, we have made purchases of Lattice C v5 for all of the  
TOS Group and a lot of our people have made the jump to Lattice already  
or are planning to. Eventually, the goal is an ANSI compilable OS that  
is compiled with Lattice C v5 with 68030 code.

I use Lattice C exclusively now.

-- John Townsend, Atari Corp.

PS. XControl was written in Turbo C.  
""""""""""

--> In the "Programmers and Programming Software Discussions" category  
(3)  
--> from the "Assembly Language for the ST" topic (19)

Message 98            Fri Jan 24, 1992  
J.ZORZIN [Joe]            at 03:20 EST

I just got a letter today from Taylor Ridge Books announcing a series of  
assembly language books by Clayton Walnum for the ST. I've been wanting  
to learn assembly for years but couldn't find any good material. To  
find out more call: (203)643-9673.  
""""""""""

--> In the "Hardware" category (4)  
--> from the "Hard Drives" topic (39)

Message 63            Mon Jan 27, 1992  
SANDY.W [RT SysOp]            at 19:01 EST

Does anyone know how to convert the power ratings on electrical

equipment into kw hours? I'm curious as to what portion of my bill is really from the equipment. Looking at my bills I doubt it is more than a few dollars, but now I am curious.

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Message 64                    Mon Jan 27, 1992  
D.CHARTER                    at 21:11 EST

Sandy,

1 KW is 1000 watts used for 1 hour. A 100 watt light will use 1/10 of a kw if left on 1 hour. This means the Atari disk drive (that uses 15 watts) will use 1kw in 66.6 hours. At 10 cents per kw, that will cost you .15 cents per hour. If your equipment does not show the wattage used; watts=voltage \* current. That means a 3 amp power supply at 120 volts will use 360 watts every hour. That equates to .36 kw.

This shows that your computer equipment really only uses a very small amount of power.

Duane

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\* THE TOP PALMTOPS - Part 1 of 2                    by David Hayden

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How small can a computer get? Ten years ago, when IBM announced the PC, it seemed inconceivable that it would someday fit in a coat pocket. Today, such a device not only exists, it is even reasonably priced. Though palmtop devices are newcomers in the consumer electronics market, there's already a handful of models from well known manufacturers.

The Atari Portfolio, Casio SF-9500 Executive B.O.S.S., Hewlett-Packard 95LX, Poqet PC and Sharp Wizard OZ-8200 represent the current crop of pocketable computers. Although the Sharp Wizard and Casio B.O.S.S. are primarily electronic organizers, their use of memory and program cards, and links to desktop PCs, make these products more than just electronic daybooks.

The differences in the function and design of these five palmtops spell greater variety and choice for those interested in taking advantage of the latest technology. This report highlights these differences and give recommendations on the best uses for each model.

Atari Portfolio

If you want a palmtop that works well as a note taker but don't want to spend a fortune, consider the \$299 Atari Portfolio. The Portfolio features a very clear 40-character x 8-line display, a standard QWERTY keyboard with a solid feel, and 128K of memory that can be split between storage and memory.

The built-in applications include the basic organizer functions such as address book, appointment scheduler, calculator and text editor, plus a limited spreadsheet with Lotus file compatibility. Literally hundreds

of other applications may be run by using memory cards specifically for the Portfolio.

The address book shows either a one-line entry containing names and phone numbers only, or a page display with the address and any other pertinent data. The address book has very little structure, and in fact, is similar to a free-form database. It works well for keeping track of things to do and practically any other data. The number of address books is limited only by storage. Loading an address book can be very slow if you have more than a hundred entries.

The appointment scheduler doesn't have all the bells and whistles of the other units reviewed, but it does provide basic functionality, including sounding alarms, even when turned off. Repeating appointments are available, but a weekly view is not offered.

The text editor, while weak in the formatting area, does provide word wrap (so that words are not split between lines), margin settings, cut and paste, and search and replace. While the Great American Novel probably won't be written on the Portfolio, it is useful for taking notes in a business meeting or in a classroom.

The calculator feature is enhanced by the embedded numeric keypad that activates automatically upon entering the calculator mode. The calculator includes an paperless tape that can be edited and five memories. You can change the format of the numbers and send output to a printer.

The worksheet application is a 127-column by 255-row Lotus version 1A-compatible spreadsheet without macros, databases or string functions. The Portfolio's spreadsheet is useful for small applications such as expense tracking.

You have two options for transferring files between the Portfolio and a PC. The least expensive approach is the \$50 parallel adapter that doubles as a printer port. The other is a \$99 card drive that allows you to use Portfolio memory cards in your PC just like a floppy diskette. This makes the file transfer process effortless. Atari provides no facility for file conversion or merging work done on both the PC and the Portfolio, but all Portfolio files are saved in a standard ASCII format. For Macintosh users, there is a \$159 program called "MAC in Your Pocket" that allows the use of the optional serial port for file transfers.

Unfortunately, DOS compatibility is not as functional as PC connectivity. The Portfolio features a subset of MS-DOS 2.1 called DIP-DOS.

This name is aptly suited for this limited, and extremely incompatible DOS. Only small, "well-behaved" DOS programs run acceptably on the Portfolio.

When running DOS programs, the difference in screen size from a standard PC is handled by using the 40 x 8 screen as a window to a full-size 80 x 25 screen. In most cases this "virtual screen" approach works well, but the lack of reverse video causes some PC programs to be cumbersome or unusable.

Fortunately, hundreds of public domain programs specifically for the Portfolio are available on CompuServe, a popular electronic information

service, including a full-blown Basic programming language, games like Tetris, and many useful utilities. Until recently, only two program cards existed for the Portfolio: the DOS Utilities Card, which features a basic communications program, and the Finance Card. Several programs were recently announced that greatly enhance the usability of the Portfolio. These include a Basic compiler, outliner, stock portfolio tracker, time and expense card, spell-checker and dictionary/thesaurus. Other titles include a travel guide for both the U.S. and Europe, language translator, check writer, database, flight planner, and a host of other applications. While the Sharp Wizard was once the king in program cards, the Portfolio is now a formidable opponent.

Peripherals are available for the Portfolio from both Atari and third-party vendors. In addition to the PC Card Drive and parallel interface, a serial interface can be used to hook up a modem or virtually any other serial device. The Portfolio is the only palmtop that supports a line-powered modem such as the \$159 Practical Pocket Modem. The other palmtops that support communications require bulkier battery-powered modems. Xoterix provides several interesting products for the Portfolio, including a 512K memory expansion module and an \$899 20MB hard disk that attaches neatly to the bottom of the Portfolio.

Several factors limit the usability of the Atari Portfolio. Currently, the maximum memory card size is 128K. Because of the Portfolio's tendency to lock-up, memory cards are a must for data storage. Also, the "battery low" message usually comes on after the batteries go dead. You don't see the message until after you insert a new set of batteries. Built-in applications are limited to a file size of about 50K regardless of available memory, which can limit the size of your address book or memo.

While the Portfolio is not without its weaknesses, it is a good value if you need a little more than an electronic day timer. The built-in spreadsheet is useful for simple tasks. Although it provides only limited DOS compatibility, many applications have been adapted for the Portfolio. If your applications require a large amount of data, the Portfolio may not be appropriate because of its limit on storage and file size. The well-designed keyboard makes the Portfolio useful as a note taker. Because of the wealth of free and almost-free software and the low cost of the base unit and the PC link, the Atari Portfolio is arguably the best value on the palmtop market.

#### Casio Executive B.O.S.S. SF-9500

Unlike the other palmtops that offer DOS compatibility, high-powered built-in applications, and communications capability, the \$319 Casio SF-9500 Executive B.O.S.S. sticks to the basics. It offers the same basic organizer functions as the first-generation Sharp Wizard. The addition of a program card slot to this new model opens up the capability for third-party applications. The B.O.S.S. 9500 features 64K of expandable memory, a QWERTY keyboard, and a 32-character x 6-line display that pales in comparison to the larger displays of the other palmtops reviewed here. The comparable Sharp Wizard OZ-8200 is superior to the Casio B.O.S.S. in nearly every area. It offers twice as much memory, a larger display, and several additional built-in applications. An interview with several SF-9500 users on CompuServe revealed that most would choose the Wizard 8200 over the Casio if given the opportunity to do it over.

The built-in applications include a telephone book, appointment

scheduler, memo function, business card feature, calendar, home/world time, and calculator. The telephone book and business card applications are similar: Both provide standard address book fields, including name, address and phone number, and six customizable fields. The business card function offers more detailed categories, including company name, position, department, fax number and other relevant information. The SF-9500 provides a flexible search facility which allows for a combined word search.

The memo function has limited usefulness due to the 384 character limit. The Sharp Wizard's word wrap and calc data functions are not available on the SF-9500. The calendar application includes a view showing two months side by side. The integrated scheduler provides a useful timetable display and alarm function.

Notably absent from the B.O.S.S. is a repeating appointment feature. The calculator is a no-frills equivalent of a basic calculator. Several options exist to expand the capabilities of the Casio B.O.S.S. SF-9500. The PC Link allows file transfers between the B.O.S.S. and a PC, including the capability to transfer Lotus spreadsheets and other data. A Macintosh version of the PC Link is also available. File conversions include Sidekick, Sidekick Plus, SDF delimited, text, and PC Tools. File transfers can include an entire file or a single entry. A unit-to-unit cable is included with the base model.

Only a handful of applications are available for the Casio, the most powerful of which is the 3D Spreadsheet card. Expense Easy, Spell Checker and Thesaurus, Barron's Business & Travel Translator, OAG Travel Planner and several personal programs, including Wine Companion, Weight Loss Companion, and Lottery/Horoscope Diskware are also available. Finally, to expand the internal memory, Casio offers 64K and 128K memory cards.

Many SF-9500 users on CompuServe reported several problems including battery failure without warning, almost non-existent technical support, and confusing documentation. The documentation fails to mention a number for technical support or what to do if the unit is defective. Both experienced and novice users found the Casio difficult to use in comparison to the Sharp Wizard.

The Casio Executive B.O.S.S. SF-9500 is behind the times. Except for the QWERTY keyboard and larger screen, it brings little new to the table from the original Sharp Wizard that was introduced more than three years ago. Users of earlier models of the B.O.S.S. line may find the increased memory and program card slot of the SF-9500 worth upgrading, but new users should look elsewhere.

#### Hewlett-Packard 95LX

If you are a spreadsheet user and need more than an electronic organizer, but a full 80 x 25 display isn't necessary, the \$699 DOS-compatible HP 95LX offers the best trade offs.

It features a 40-character x 16-line LCD display, 512K of memory, Lotus 1-2-3, and an impressive array of organizer tools in a package that is small enough to fit in a shirt pocket.

The HP 95LX is the newest member of the palmtop category, and Hewlett-Packard clearly has learned from the mistakes and achievements of the competition on almost every front. The built-in applications include an



address book, appointment scheduler with to-do list, text editor, data communications, HP calculator, file manager, and most impressively, Lotus 1-2-3.

Unlike the Portfolio, whose spreadsheet has limited functionality, the HP 95LX provides a full copy of Lotus 1-2-3 version 2.2, complete with graphs, macros and database. It is identical to its desktop counterpart with the exception of Allways, Print Graph and the Translate utility. The keyboard is designed with the Lotus user in mind. The 95LX features a separate numeric keypad, and the / key, @ symbol and parenthesis are separate keys. Even the 1-2-3 function key template is printed above the keys. If you are a Lotus 1-2-3 user, the HP 95LX is a good fit.

The address book is adequate, but like the other built-in applications, excluding Lotus 1-2-3, file sizes are limited to about 50K. The address book provides both a card and index view, and search capability. The memo editor provides basic text editing and printing, but isn't designed for letter writing.

The appointment scheduler is rivaled only by the Sharp Wizard. The 95LX is the only product that features a prioritized to-do list that is integrated into the appointment scheduler. A useful alarm function allows you to set a lead time of up to 30 minutes to remind you of an appointment, even if the unit is turned off.

Other features include attachable notes, repeating appointments and a calendar view. The communications module is the most complete among all palmtops. It is the only one that features VT-100 terminal emulation and provides the most complete scripting language for automating communication sessions. Other features include both Xmodem and Kermit file transfer protocol, file capture and the ability to easily move around an 80-column communications session.

As you would expect, the financial calculator function of the 95LX is the best among its peers. An impressive array of features include time-value-of-money calculations, interest rate and currency conversions, function graphing and general arithmetic. A back-solver function is seamlessly integrated with 1-2-3, so you can perform calculations even if a variable is missing. A typical application would be to determine the principle of a loan given a specific monthly payment.

How do you make a good QWERTY keyboard in a 4 x 2-inch area? You don't! If one feature takes away from an otherwise great product, it's the keyboard. It is obvious that this one was designed by HP's calculator division. The inclusion of a separate numeric keypad versus an embedded keypad like that of the Portfolio, Poqet and virtually every laptop and notebook computer on the market, makes typing a challenge. Some 1-2-3 and calculator users will welcome the trade off.

The overall hardware and software design, with the exception of the keyboard, is extremely logical. Probably the most useful feature of the 95LX is the ability to instantly switch between any application at the touch of a key and return to it at exactly the same point. Being able to instantly switch between Lotus 1-2-3, phone book, memo and appointment scheduler is a big boost to productivity. Other useful features include a battery gauge, password protection and a system-wide macro facility. An infrared port allows convenient wireless file transfer between two HP 95LXs.

The PC Link cable is unobtrusive compared to the bulkier connections of

the Atari and the Poqet. The Filer, which is similar in functionality to LapLink, provides a split screen, with HP files on one side and PC files on the other. Of all the palmtops reviewed, the HP provides the easiest PC file transfer facility. The Filer is also useful for copying files to and from RAM cards, deleting files, creating directories and executing DOS programs. Included with the \$99 Connectivity Pack is the desktop counterpart of the HP's internal applications, with the exception of Lotus 1-2-3 and the communications module. File translate utilities are included for conversion between HP applications and Lotus Metro, Sidekick Plus and PC Tools.

Because of the marketing power of Hewlett-Packard and Lotus, third-party developers are jumping on the HP bandwagon with an abundance of new hardware and software. Motorola recently announced the NewsStream Receiver that offers wireless one-way communications to the HP 95LX.

This product is actually a pager that connects to the side of the unit and displays messages and up-to-the-minute information such as news, sports and weather, plus traffic reports and stock quotations on the HP's display. Other products due out include ACT!, a popular contact management application, MCI Express for electronic mail, Managing Your Money, a personal finance package, and Global-link, a document translation package.

Several peripherals are available from third parties including the \$359 U.S. Robotics Worldport 2400 modem and the \$539 Kodak Diconix 150 Plus battery-operated printer. Currently, HP offers only 128K and 512K memory cards. Memory cards designed for the Poqet PC, up to 2MB, will work on the HP 95LX, although Hewlett-Packard claims that battery life may suffer. PC card drives are available from several vendors including DataBook.

The HP 95LX is the latest entry into the palmtop category, and HP has capitalized on the experience of the other vendors. The built-in software is the most comprehensive of the bunch. The spreadsheet, which is a complete version of Lotus 1-2-3 v. 2.2, and a communications module that provides terminal emulation and scripting, are superior to the other products. The day timer features are equaled only by the Sharp Wizard. The HP 95LX is not recommended for extensive writing, due to its small keyboard. Hewlett-Packard clearly designed the 95LX for 1-2-3 and HP calculator users, but the combination of useful built-in applications, DOS compatibility and an industry standard memory card slot give the HP 95LX mass appeal.

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\* TRANSFERRING DATA BETWEEN MAC AND PORTFOLIO  
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Transferring data between the Macintosh and the Portfolio requires the following:

1. Your Mac and your Portfolio
2. A cable with an eight-pin connector at one end (this is the familiar circular plug that's used to connect a modem to a Macintosh). At the other end of the cable, you'll need a 9-pin serial connector. You

can find such a cable at MacWarehouse, other mail order firms, or a local Mac dealer. It's a common item. The cable costs about \$20.

3. The Portfolio's serial interface.
4. An AC adapter for the Portfolio (because the serial interface zaps batteries in a matter of minutes).
5. A software package like Smartcom on your Mac.
6. A Portfolio software program called XTERM.COM. You can get this program on the new "Terminator 2" File Manager card from Atari. Or, you can find a friend who can transfer it onto an Atari memory card. Or, you can download it from an IBM computer (this requires a parallel interface setup; see the related article called "transferring data between the IBM and the Portfolio).
7. Since the c: drive on the Portfolio is small in size, and volatile, you should transfer incoming files onto a separate memory card. Be sure there's enough empty space on the card to carry the file; if the Port runs out of room, it goes crazy and locks up.
8. The file called XTERM.COM should be either on your c: drive or on the memory card you've inserted. (That is, you'll need to copy it to one of these places; having it on the File Manager card is a problem because you can't write to that card).

Once you've assembled all of this, the rest is pretty easy. Here we go on the hardware, step-by-step:

1. Set up the Portfolio:
  - a. Attach the serial interface
  - b. Attach the cable to the serial interface
  - c. Insert a memory card with enough space for the incoming file
  - d. Attach the AC adapter.
  - e. Press the Atari-S key combination to see the SETUP menu. Select RS-232. Your settings should read 9600 baud, Parity/none, Data bits/8, stop bits/1. If you need to change any of these, just type the first letter ("B" for Baud) and you'll see a menu of options. When you're done, press "I" for initialize. (And don't be confused by the words "File Transfer" on the SETUP menu; that's for the IBM world.)
2. Set up the Mac:
  - a. Plug the cable into the port marked with the telephone. You'll find it on the back panel of your machine.
  - b. Start up your software. Make sure the "modem settings" match the ones above (9600 baud, etc.)

Now, let's get the software happening:

1. On the Portfolio:
  - a. Run XTERM. The menu will tell you to press a function key to send (F2) or to receive (F3).
  - b. If you're sending, be sure to indicate the drive where the files lives (this is not needed if the file and XTERM are on the same drive). Then, name the file precisely (even one letter mistyped will be a problem).
  - c. If you're receiving, tell the Port which drive should receive the file, and what you want it to be called ("a:newfile.txt", for

example).

2. On the Mac:

- a. Be sure you're going to send or receive in the XMODEM format. Now, set up to send or receive (remember, it's the opposite of what you're doing on the Port-- if the Port is sending, then the Mac is receiving, etc.)

What should happen during the transfer:

1. On the Portfolio:

- a. A series of dots along a single line, then another, indicating blocks transferred successfully. When the file is done, the word "Done" will appear.

2. On the Mac:

- a. Depending on your software, you may see some sort of bar graph showing progress. If not, you should see something indicating that the job was done successfully.

If nothing happens:

1. Unplug everything and start over. Computers are not perfect. Sometimes, they need a little stroking.
2. Check everything (it's often something simple). The most likely culprits are mismatched settings (baud rates, particularly), bad cables, lack of patience on the part of the user, mistyped commands.
3. Put a message up on a forum bulletin board. The people here know a lot about computers, and their advice is not only on target and freely given, it's given within a day, often within hours.

If you get gibberish on the screen when you open a word processing file:

1. You probably transferred a Mac file without first saving it in a generic (text, for example) format. The same is true for files created on the Port; you must use Apple File Exchange to change them to Mac files, or open them from within your word processor.

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* THE FUTURE OF COMPUTING (Reader Commentary) by Jeff Payne
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CompuServe # 70302,3362
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Most people are not aware of the power that Atari computers are capable of handling and producing. 90% of all the personal computers in homes are IBM brand and IBM clones. Everyone thinks this is because IBM has such a great team of executives that built IBM to the giant Big Blue corporation that it is today. But that's not the case. The reason IBM is the top computer format is not because IBM has brilliant management. The REAL reason is because the IBM operating system was so easy for cloning companies to duplicate. The IBM software format became top thanks to cloning. More than 75% of people who own IBM format systems own clones. If there was no such thing as cloning, IBM wouldn't hold a candle to the other computer formats (I.E. Atari, Apple, Amiga). Most of the people who own IBM brand/clone computers have never seen or used

another type of computer, so they don't know what's out there. And since "word of mouth" sells better than any advertising does, a vicious cycle of mis-educated computer users erupted.

However some people discovering that there ARE other computer formats besides IBM. People are finding out that a GEM-based environment is much friendlier, easier to use, and less frustrating than MS/DOS. That's probably why Windows is the number one selling title on IBM brand/clone computers.

So what's the number one complaint among people own Atari systems? "Not enough new software titles!" This problem could be treated if more people found out about Atari computers, and what all it's capable of doing. Most people I talk to tell me that they find the Atari TOS computer much easier, simpler to use, and less frustrating, than when they used a Mac, an Amiga, and of course an IBM clone.

If more people just sat down and used an Atari computer for a while, and got comfortable with its operating environment, more people would want to purchase Atari systems. Then we'd have more users, some of whom would evolve to become part-time amateur software developers, and then to full-time professional developers.

So what can YOU do? Invite someone you know to come over, and to check out your Atari. This individual could be anyone; a friend, a relative, a neighbor, a co worker, anyone! Invite him or her over for a cup of coffee (or a soda) and to just show that friend your Atari, which you're so excited about having, that you just want to impress someone. So far this is pretty simple, right? Nothing fishy, no hype. You're just simply inviting a friend over to come have some coffee and check out your Atari computer. This is called "Word Of Mouth" advertising. It happens all the time!

For example, when you go see a movie, the next day you're telling all your friends about it, whether you thought it was great, or if you thought it sucked. Movie producers know that the larger number of movie goers is a result of Word Of Mouth advertising. Without it, the movie industry wouldn't be NEARLY as successful as it is.

So now you have your friend over. After you serve him/her some coffee, tell 'em, "Hey, come on over here and check out my new Atari computer. I've had it now for about \_\_\_ years, and it's great! I do almost everything with it. I use it to write letters to people, do my bank transactions, store information, call bulletin boards, play video games you name it, my Atari can do it! Have you ever seen an Atari computer before?"

More often than not, people will, at this point, shake their head and say, "No." At this point, what you'll want to do is ask them to sit in front of the computer, and you'll narrate the rest.

"Okay, you see those icon boxes? Use the mouse to move that little pointer onto the icon of your choice, and simply double-click what ever it is you want to do."

Basically all you're doing at this point is explaining to your friend all about how TOS works. As you're guiding your friend through these operations, his/her brain is going, "Oh Wow! Oh Wow!" And the more features and programs you tour your friend through, the more it's validating the fact that the Atari computer is indeed a great system to

work with. So now, your friend is thinking, "This is pretty easy to use! And kind of fun too. I like this a lot better than that stupid piece 'o junk at work. Hmm, maybe I should consider getting an Atari computer!" Remember, you're not a sales person, and you're not getting any commissions for closing any sales. You're just simply inviting a friend over for some friendly chit-chat, some coffee, and a little show and tell. Can you imagine demonstrating to a friend any other computer format? You'd confuse them if you tried!

Just remember, this is a friend of yours. Guide your friend step-by-step through all operations, make sure you use a good brand of coffee, and pretty soon, Atari computers will dominate the planet! By the way, the same situation happens to be true in the video game industry. Most people don't know about The Atari Lynx game machine. The Game Boy is the top selling portable game machine NOT because people think it's the best (it certainly ain't!) Nintendo uses a clever advertising scheme. Not to mention that we all happen to know several people who own Nintendos. Macdonald's sells more hamburgers NOT because it's the best tasting burger (do YOU think it is???). Macdonald's unique method of marketing put them at the top. MS/DOS is the clumsy, most bugged operating format in computers, but it still happens to be at the top of ownership. Depressing, isn't it! But if we all did our part, Atari TOS systems could be at the top of the computer mountain, and The Lynx would help "Atari to Reclaim The Title Of Video Game King!"

By the way, if you're interested in knowing more about the new STE newsletter, or if you'd like a really great opportunity to become financially independent, send me a message to the CompuServe address above. Thanks!

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* THE SOFTWARE SHELF                                     by Ron Berinstein
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Well so many people around the gift giving seasons inform us that good things do come in small packages. Pinhead proves that! And, this week if you haven't already, you have the opportunity to spend a very little time, downloading a very little program, that does a very big job. For those not already knowledgeable about Pinhead, it installs automatically the, "fastload bit," which allows programs you select for loading, to load faster. The answer to the common question about the need for Pinhead since TOS 1.4's release is that yes, installing Pinhead still makes sense. Why? Because it not only set the fastload bit automatically, with no additional effort, but it does so with better compatibility than does the GEM system, which coughs with certain installations. PINHEAD version 2.1 now works with every TOS version.

A ray tracing program, a complete shareware development system, the current version of Whatis, all comprise some of the possibilities for you to choose from.

Well, the bugle has blown and they are off and running! So... good luck, here are some of your options.

Things that do things automatically...

PINHED21.ARC PINH21.ARC contains PinHead 2.1! Version 2.1 is now

compatible with ALL versions of TOS in ROM, from TOS 1.0 up to TOS 2.6/3.06. PinHead is the \*tiny\* AUTO folder utility that speeds up the loading of all programs. Be sure to read the included documentation carefully though!

BOOTTYME.ARC contains BootTyme which gets installed with a floppy in drive A, then it allows one to boot a system with one switch. Automatically waits for the hard drive, and no y to press. Bypass the 90 second delay in the new TOSs. TT Compatible. This program will write to the boot sector of your disks. So Use Caution! This shows up as a VIRUS on many virus util's, though same hasn't been shown to be the case.

INSDATE.LZH is a tiny desk accessory, (includes source code), that will send the current system date to an open application. Use it in word processors or while online. Freeware from the United Kingdom.

24BIT.LZH This program magically reprograms a TT's MMU to ignore the upper eight bits on the 32-bit memory bus. (Hence the name 24bit.prg) Running this program from your auto folder will allow you to (reportedly) run GFA BASIC programs and Microsoft Word. It also allows one to run the version of DCFormat that comes with Spectre. This is reposted from Usenet; docs are in English; this program is useless for and will not run on ST's.

MEGASTE.LZH MSTE.LZH This is the the MegaSTE Configuration Set. This is a collection of four small programs to set various Cache and Speed settings for the MegaSTE computer. Will run from the Desktop, AUTO Folder, and TOS Mode. There are FAST (16Mhz, Cache), NORM (8Mhz, No Cache), FASTNC (16Mhz, No Cache), and WHATAMI (This tells you your current configuration).

ATLAS1.LZH is a revision of the GAZETTEER - requires GAZDAT.LZH to run! It now has full GUI and an auto Timezone feature. Read docs before running.

For a different picture...

DIJ\_IT.ARC This is the software that will operate the DIJ-IT video digitizer. A build-it yourself hardware project featured in Atari Explorer magazine (Jan/Feb issue). Some of the software requires either the homemade version or the Kit version. Also has file to convert between NEO, PIl and QPX format pics & QPXTERM v0.2 for viewing On-Line digitized pics.

QRT.LZH is a ray tracing program with source code, ported from another system.

PICFX\_\_2.ARC has PIC FX 2, a special FX picture viewer. It can show .PI?, .PC? & .TN? pix in any resolution and .NEO in low with special FX slide shows. Individual .SPC & .SPU pictures can also be viewed in low rez. Pictures wash, fade, switch palettes etc. in 26 variations. GFA Basic/GP Edit.

For Pagestream users...

PGS\_CS.ARC is a desk accessory that replaces PGS\_AP\_D which allows access to those "odd-ball" characters which normally need complex key combinations and a chart. This version is updated to work with the latest version of PageStream (which is required; this accessory is of

little use without it) and to include the low-end characters (card suits, etc.).

For Game Players...

TRIPLES.ARC Triples is a game of matching three-of-a-kinds and solving rebus type puzzles. from 1 to 3 players. LOW-REZ color only. 1 MEG needed. Written by the author of the public domain Jeopardy game.

For folks that like to download in candle light, with the fireplace glowing and a glass of vintage wine...

MULTI.LZH is a demo of a new sequencer program from Canada. The uploader was able to call CodeHead and D/l'd msgs as he was playing a Midi file from Multi. He was impressed! Since this is a demo there is no saving, but you can load Midi files and print scores. There are no docs included with the demo except instructions on how one sorts folders.

W\_CHIMES.LZH WIND CHIMES is a beautiful, melodic file sampled atop a Southwestern roof. This is not just a file containing bits of tinkling metal--the chimes have rhythm and melody. This is definitely one of the best and most beautiful sound files ever heard. Sampled at 22MHz.

For those who want to get right down to business...

TAB142.LZH has "The Address Book" - A Shareware Desktop Accessory for keeping track of address information. Built-in autodialer with easy to use interface. Prints labels and enables you to print "take-along" lists...

MODULA\_2 SHAREWARE DEVELOPMENT SYSTEM contains the complete shareware Modula 2 Development System. That means release notes, GEM DEVELOPMENT SHELL, LINKER, .DEF LIBRARY, .SYM LIBRARY, and the .OBJ LIBRARY.

THRASHER.ARC This program completely "zeroes-out" a files contents before deleting from your directory. Great for protecting sensitive information!

2COLUMNS.LZH 2CLRSC.LZH TWO COLUMN PRINTER Release 5 prints text (ASCII) files in 2 columns and can do easy 2 sided printing on continuous form paper. Printer drivers can be made for most printers and several are included. NEW: Optional sorted paper output (for DeskJets etc.); Auto run mode; Passed parameter mode (TTP etc.); Longer columns; Bug fixes; more. FREEWARE All resolutions. 2CLRSC.LZH has some extra resouce files for 2COLUMNS.PRG (2COLMS.LZH). They have some of the defaults in the 'Print' dialog set differently from the one that comes in the main archive. Also included are two test files for use with 2COLUMNS.PRG that are not in the CIS version of the main archive.

KCLI2.ARC KCLI 2.0 is a full featured CLI. It is unique in that most of the commands are external modules, instead of memory resident. This gives the ultimate in user flexibility: If you find a better "DIR" command, just copy the file. Supports desk accessories, multiple default paths, full-pathname "install application", Macros, batch files, & more..

And for those folks who need to find out what kind of business a file will get you down to....



WHATIS56.ARC WHATIS.ARC The program now identifies which type of LHarc file (lh1 or lh5). Identifies more than 100 types of files. Works as a ACC or PRG just rename the extender.

The above files were compiled by Ron Berinstein co-sysop CodeHead Quarters BBS (213) 461-2095 from files that were either directly uploaded to CodeHead Quarters BBS, or downloaded from GENie, CompuServe, and Delphi online services.

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To sign up for DELPHI service, call (with modem) (800) 695-4002. Upon connection, hit <return> once or twice. At Password: type ZNET and hit <return>. (Watch your workspace)

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To sign up for GENie service call (with modem) (800) 638-8369. Upon connection type HHH and hit <return>. Wait for the U#= prompt and type XTX99436,GENie and hit <return>.

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To sign up for CompuServe service call (with phone) (800) 848-8199. Ask for operator #198. You will be promptly sent a \$15.00 free membership kit.

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